



1st Armored to the Rescue



"Listen up, boys! In May '42, in the blazing North African desert, the British 7th Armoured Division rolled out their shiny new Grants—those big 75mm guns looked damn impressive on paper. They thought they'd finally have the edge over Rommel's Panzers.

But let me tell you, those German 15th Panzer boys weren't in the habit of rolling over for anyone! They didn't give a damn about new tanks—they had the tactics, the guts, and the desert smarts. The British fought hard, but the Germans danced circles around them, turning that desert into a killing ground.

In the end, those Grants put up a hell of a fight, but the Germans sent 'em packing. That's the lesson of that day, boys—firepower alone don't win the battle; it's the man in the tank and the way he fights that makes the difference!"



~~ General Howitzer

VP's

5



Card Balance:

Allies - 4

Axis - 6

Complexity:

3

Conditions:

Desert



Context:

Historical



Location:

North Africa

Year:

1942

Summary:

5 Victory Points:

Including one Medal Objective in the town hex for the Axis

Terrain:

Desert with some hills and a road

Troops:

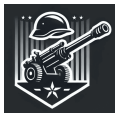
Allies – 5 Infantry, 6 Armor,

Axis – 4 Infantry, 6 Armor, 2 Artillery



How to Win as Allies:

1. Big picture is that historically the British lost this due to mobility and coordination factors with their forces (besides being outgunned by the Axis Artillery). So with the Artillery on the flanks, you will need to focus your efforts in the central section, where at least the two guns have a bit less impact.



2. You have two units that begin the scenario in a no-retreat position. Get those dispersed as soon as you can.



How to Win as Axis:

1. The Axis have two artillery which you may not be able to use until the tank battles cool down a bit.
2. With your armor mobility, you want to strike first and strike hard.
3. The British have a few units with no retreat, such as the armor at I5, and the infantry at D3. If you can attack those before the forces move, you can get some quick wins.

General Howitzer / Battle Reports

1st Armored to the Rescue

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

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Allied win rate **39.13%**

Average medals per side

Allies **4.0** Axis **2.3**

Submitted AARs

46 Games reported

Allied victories **18** · **39.1%**



Axis victories **28** • **60.9%**

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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Author: Days of Wonder

URL

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Mediterranean Theater



1. Hellfire Pass→ — Open Scenario
2. Dug in at Sidi Omar→ — Open Scenario
3. Flanking Maneuver at Bir Hakeim→ — Open Scenario
4. Sidi Rezegh Airfield→ — Open Scenario
5. Panzers Versus Grants→ — Open Scenario
6. 1st Armoured to the Rescue Current scenario
7. Into the Cauldron→ — Open Scenario
8. Escape via the Coastal Road→ — Open Scenario